

Listing and Amendments to the Claims

This listing of claims will replace the claims that were published in the PCT Application and the International Preliminary Report on Patentability:

1. (currently amended) Method for decoding a data stream, the data stream containing a first and a second substream, the first substream (14) containing first and second multimedia data packets and the second substream containing control information (10), wherein the multimedia data packets contain an indication of the time when to be presented and are decoded prior to the indicated presentation time, and wherein the first decoded multimedia data packets are buffered at least until, after a further processing, they can be presented in due time, and the second multimedia data packets are also buffered, ~~characterized in~~ wherein the second multimedia data packets either replacing or being appended to the first decoded multimedia data packets in the buffer; said control information containing first, second and third control data; the first control data (Length) defining the allocated buffer size; the second control data (LoadMode) defining whether the second multimedia data packets are appended to the first multimedia data packets or replace them; and the third control data (StartLoadTime, StopLoadTime) defining one or more multimedia data packets to be buffered.
2. (original) Method according to claim 1, wherein the second control data (LoadMode) defines one of a plurality of operation modes, wherein in a first mode buffering of multimedia data packets is performed when the value of the first control data (Length) changes, and in a second and third mode the third control data (StartLoadTime, StopLoadTime) are valid for specifying the multimedia data packets to be buffered, wherein in the second mode the multimedia data packets replace the buffer contents and in the third mode the multimedia data packets are appended to the buffer contents.

3. (original) Method according to claim 2, wherein the third mode has two variations, wherein in the first variation the buffering of multimedia data packets stops when the buffer is full, and in the second variation previously buffered data may be overwritten when the buffer is full.
4. (currently amended) Method according to ~~any of claims 1-3~~ claim 1, wherein the method is utilized in an instance of a processing node and wherein the first control data (Length) defines the allocated buffer size at node creation time.
5. (currently amended) Method according to ~~any of claims 1-4~~ claim 1, wherein labels are attached to the buffered first and other multimedia data packets, and the packets may be accessed through their respective label.
6. (currently amended) Method according to the preceding claim claim 5, wherein a label attached to the buffered data packets contains an index relative to the latest received data packet.
7. (currently amended) Method according to ~~any of claims 1-6~~ claim 1, wherein the first substream contains audio data and the second substream contains a description of the presentation.
8. (currently amended) Apparatus for decoding a data stream, the data stream containing a first and a second substream, the first substream (~~14~~) containing first and second multimedia data packets and the second substream containing control information (~~10~~), wherein the multimedia data packets contain an indication of the time when to be presented and wherein the first and second multimedia data packets are buffered, characterized in wherein containing buffering means for said buffering of the first and the second multimedia data packets, wherein the second multimedia data packets may in a first mode replace and in a second mode be appended to the first multimedia data packets;

means for extracting from said control information (10)-first, second and third control data;

means for applying the first control data (Length) to define the allocated buffer size;

means for applying the second control data (LoadMode) to define whether the second multimedia data packets are appended to the first multimedia data packets or replace them; and

means for applying the third control data (StartLoadTime, StopLoadTime) to define a multimedia data packet to be buffered.

9. (original) Apparatus according to claim 8, further comprising means for attaching labels to the buffered multimedia data packets, and means for accessing, retrieving or deleting the packets through their respective label.
10. (currently amended) Apparatus according to claim 8 or 9, wherein the data stream is an MPEG-4 compliant data stream.